

MainActivity

```
package com.example.chackboxes
import ...
class MainActivity : AppCompatActivity() {
    private lateinit var binding: ActivityMainBinding
    override fun onCreate(savedInstanceState: Bundle?) {
        super.onCreate(savedInstanceState)
        binding = ActivityMainBinding.inflate(layoutInflater)
        enableEdgeToEdge()
        setContentView(binding.root)
        ViewCompat.setOnApplyWindowInsetsListener(findViewById(R.id.main)) { v, insets ->
            val systemBars = insets.getInsets(WindowInsetsCompat.Type.systemBars())
            v.setPadding(systemBars.left, systemBars.top, systemBars.right, systemBars.bottom)
            insets
        }; var res = ""

        binding.cbGenshin.setOnClickListener {
            if(binding.cbGenshin.isChecked){
                res = "Genshin"
                binding.cbDota.isChecked = false
                binding.cbHonkai.isChecked = false
                binding.cbNorm.isChecked = false
            } else { res = "" } }

        binding.cbDota.setOnClickListener {
            if(binding.cbDota.isChecked){
                res = "Dota II"
                binding.cbGenshin.isChecked = false
                binding.cbHonkai.isChecked = false
                binding.cbNorm.isChecked = false
            } else { res = "" } }

        binding.cbHonkai.setOnClickListener {
            if(binding.cbHonkai.isChecked){
                res = "Honkai"
                binding.cbDota.isChecked = false
                binding.cbGenshin.isChecked = false
                binding.cbNorm.isChecked = false
            } else { res = "" } }

        binding.cbNorm.setOnClickListener {
            if(binding.cbNorm.isChecked){
                res = "Я нормальный"
                binding.cbGenshin.isChecked = false
                binding.cbDota.isChecked = false
                binding.cbHonkai.isChecked = false
            } else { res = "" } }

        binding.btnChoose.setOnClickListener {
            binding.tvChoose.text = res
        }
    }
}
```

Activity_main.xml (1)

```
<?xml version="1.0" encoding="utf-8"?>
<androidx.constraintlayout.widget.ConstraintLayout xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:app="http://schemas.android.com/apk/res-auto"
    xmlns:tools="http://schemas.android.com/tools"
    android:id="@+id/main"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    android:orientation="vertical"
    android:background="#FFF0E7"
    android:gravity="center"
    tools:context=".MainActivity">
    <TextView
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:text="Бо что любит играть?"
        android:textSize="30sp"
        app:layout_constraintBottom_toTopOf="@id/linearLayout"
        app:layout_constraintEnd_toEndOf="parent"
        app:layout_constraintStart_toStartOf="parent"
        app:layout_constraintTop_toTopOf="parent"/>
    <LinearLayout
        android:id="@+id/linearLayout"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:orientation="vertical"
        android:layout_marginTop="130dp"
        android:padding="10dp"
        app:layout_constraintBottom_toTopOf="@id/btnChoose"
        app:layout_constraintEnd_toEndOf="parent"
        app:layout_constraintStart_toStartOf="parent"
        app:layout_constraintTop_toTopOf="parent">
        <CheckBox
            android:id="@+id/cbGenshin"
            android:layout_width="wrap_content"
            android:layout_height="wrap_content"
            android:layout_marginEnd="20dp"
            android:scaleX="1.2"
            android:scaleY="1.2"
            android:text="Genshin"
            android:textSize="16sp" />
        <CheckBox
            android:id="@+id/cbDota"
            android:layout_width="wrap_content"
            android:layout_height="wrap_content"
            android:layout_marginEnd="20dp"
            android:scaleX="1.2"
            android:scaleY="1.2"
            android:text="Dota II"
            android:textSize="16sp" />
        <CheckBox
            android:id="@+id/cbHonkai"
            android:layout_width="wrap_content"
            android:layout_height="wrap_content"
            android:scaleX="1.2"
            android:scaleY="1.2"
            android:text="Honkai"
            android:textSize="16sp" />
    </LinearLayout>
```

Activity_main.xml (2)

```
<Button
    android:id="@+id/btnChoose"
    android:layout_width="200dp"
    android:layout_height="50dp"
    android:layout_marginTop="30dp"
    android:text="Выбор"
    android:textSize="18sp"
    app:layout_constraintTop_toBottomOf="@+id/linearLayout"
    app:layout_constraintBottom_toTopOf="@+id/tvChoose"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintStart_toStartOf="parent" />

<TextView
    android:id="@+id/tvChoose"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:layout_marginTop="80dp"
    android:text=""
    android:textSize="50sp"
    android:textStyle="bold"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintStart_toStartOf="parent"
    app:layout_constraintTop_toBottomOf="@id/btnChoose" />

<CheckBox
    android:id="@+id/cbNorm"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:layout_marginStart="20dp"
    android:scaleX="1.2"
    android:scaleY="1.2"
    android:text="Я нормальный человек"
    android:textSize="16sp"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintStart_toStartOf="parent" />

</androidx.constraintlayout.widget.ConstraintLayout>
```

Результат:

2:49

Во что любите играть?

☐ Genshin

☒ Dota II

☐ Honkai

Выбор

Dota II

☐ Я нормальный человек

